

week 72: a cartographer

A Cartographer is a person who creates maps. They can be of the world, the local bus routes or buried pirate treasure!

Games:

1. **Active:** Thunder and Lightening

There are even weather maps, which tell us what kind of weather to expect.

Cubs run around. The Leader claps hands any number of times, say five times, and the Cubs must immediately join hands and form a circle of five Cubs. All odd Cubs lose a life. The Cubs start running around again until the Leader again claps.

2. **Relay:** Aircraft Flight Plans

In the sky, there is so much air traffic that, without a chart to plot an aircraft's course, there could easily be a collision. Radar maps on the control panel help the pilot.

Place eight containers in the correct position in the playing area, one for each compass point. Sixers line up in relay formation and in front of each Six place a number of shapes (circles, squares, etc.) with a compass point written on the underside. On "GO" the first Cub picks up a card, reads the compass direction and flies to the correct container making an appropriate noise. At the end of the game it is easy to check if any Six has slipped up on any points...their planes will be in the wrong box.

3. **Circle:** From Sea to Sea

Sailors use maps called charts to help them find their way across the oceans.

The Cubs stand in a circle with hands joined. A balloon filled with water is passed from one Cub to the next, around the circle, without letting go of any hands. When they have been successful with one balloon, two or three balloons can be circulated at once.

4. **Quiet:** Grid Game

(Acknowledgement: Map Mapping by Susannah Bradley, Henderson Publishing 1994)

Have you noticed that nearly all maps have thin black lines across and down them, which form squares all over it? These are to help you find a place quickly.

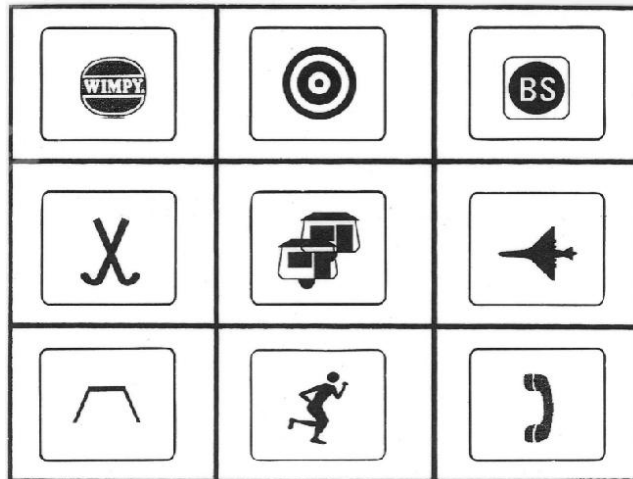


You will need two dice (two different colours, if possible); one counter/stone for each player and a grid. Place the counters on the starting squares. In turn, throw both dice at once. The score will give you a map reference. If you use two different coloured dice, one colour could be the top or bottom reference and the other the side reference. You always count along the numbers at the top or bottom of the page to find the first part of the reference number, and along the sides for the second part. Add a few instructions, which the Cubs must follow. The winner is the first Cub to throw a double six, the grid reference for the very last square.

5. Revision: Map Symbol Bingo

Have you noticed all the map symbols on a street map?

Create your own bingo cards using street map symbols. Play as a normal bingo game. See example below.



Sense Training:

1. **Sight:** Find the missing map symbol

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Instead of using a picture, use map symbols.

2. **Sight:** Laying the table
(Acknowledgement: *Map Mapping* by Susannah Bradley, Henderson Publishing 1994)

Looking at these shapes, can you lay a table for two?

As a Six or in smaller groups, ask the Cubs to lay a table for two using the shapes on the template below. Enlarge the pictures and make double copies of the knife, fork, spoon, dinner/side plates, cup and saucer and bowls.

Yarn:

Maps help us to decide which way to go by showing compass points.

The Magnet

(Taken from: *Just You and Your Pack*)

He was only eight, but Paul Green picked up quite a lot of compass knowledge from watching the older Cubs, and his uncle had given him a big magnet to keep for himself. It was his pride and joy. One day, sitting behind a tree in the park, he overheard two men discussing a burglary they had committed in another town and wondering how they were going to find the West gate of the local cemetery as it was a completely overcast day and they had no idea where the sun rose or set. They were too frightened to ask somebody in case they were remembered later on. Then one had a bright idea and offered to go and buy a compass at the shop, because amongst all those people nobody would look at him twice. The second one waited in the park until he came back. He put the compass down on the bench and opened up a couple of hamburgers which they ate. Paul stealthily crept up and stuck his magnet under the bench

with some Presstick. The compass went haywire, but the men did not realise it and went to the wrong gate. By the time they had discovered their mistake Paul had talked to the policeman standing next to his van, and the police were able to catch all three men, and recover the missing goods, at the West gate of the cemetery.

Craft/Activity:

1. **Activity:** Mapmaker, Mapmaker, make me a map

It must be great to be a Cartographer; to be able to create maps which others will use to find a place, town, country, etc.

Cubs are to imagine that they are a mapmaker. Your friend returns with a description of a place they have visited. They hand you the written description of the place and ask you to make a map of the place.

On their travels your friend came upon a strange and beautiful island. It is shaped like an egg, with the narrow part of the egg in the east and the wide part in the west. In the narrow part of the egg, there is a narrow opening that leads into a nearly round cove. They used this as a good deep, safe harbour.

But he/she nearly didn't visit the island, for it is surrounded on all sides by a nearly unbroken barrier called a reef. At the north of the island, just opposite the place where a large river runs out to the seas, there is a break in the reef that allowed them a safe passage.

In almost exactly the centre of this island are tall mountains from which a stream flows south to the sandy beach to be found on the north, east and south of the island. On the west of the island are many great boulders and rocks. From the west of the island, we could see the green of another land across the water.

The trees, birds and other small animals on the island looked like nothing we know of. There were many beautiful flowers, but we did not find any food here. We left the place and continued to the west, making landfall at three more islands before returning home.

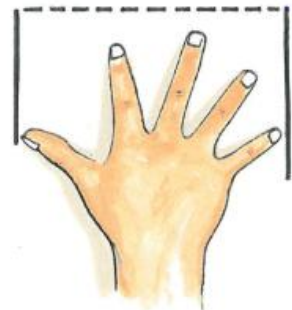
Go to: www.wartgames.com/themes/geography/maps.html to see what the map should look like.

2. **Activity:** Bedroom Plan
(Acknowledgement: *Map Mapping* by Susannah Bradley, Henderson Publishing 1994)

Architects use maps which are called plans.

Make a plan of your Scout hall. Use graph paper and use your hand span as a measure. One hand span equals one square on the graph paper.

Stretch out your hand so that the tips of your thumb and little finger are as far apart as possible. The distance between them is your hand span.



To measure along something in hand spans, place the tip of your outstretched thumb or little finger (whichever is easier) at the end of the thing to be measured, and with the first finger of your other hand mark where your hand span ends.

Take this as your starting point for the next hand span and continue like this to the far edge. If there is less than a hand span left at the end, represent this space as that section of a square in the plan – for half a hand span, use half a square, for example.

Measure the walls first until you have got the basic room shape worked out on paper. Mark in the position of any doors and windows. Be accurate – use hand spans to get it right. Now measure the furniture and mark it on the plan.

For some other great ideas on mapping visit: www.artistshelpingchildren.org > [Arts and Crafts Projects for Kids](#)

Singing/Play Acting:

1. Singing: The Wheels on the bus

The wheels on the bus go round and round,
round and round,
round and round.

The wheels on the bus go round and round,
all through the town.

(Roll hands around each other)

The wipers on the bus go Swish, swish, swish;
Swish, swish, swish;
Swish, swish, swish.

The wipers on the bus go Swish, swish, swish,
all through the town.

("Swish" hands in front of you like windshield wipers)

The horn on the bus goes Beep, beep, beep;
Beep, beep, beep;
Beep, beep, beep.

The horn on the bus goes Beep, beep, beep,
all through the town.

(Slap palm in front of you like honking a horn)

2. Playacting: Group Photograph

Tourists use maps when travelling in other countries. They also take lots of photographs to remind them of their travels.

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Advancement covered:


Silver Wolf:







Compass and Mapping: Draw a simple map of your home or meeting place showing the different rooms and doorways.

Gold Wolf:

Compass and Mapping: Show how to use a street map.

Laying the table shapes:

	Dinner plate
	Toaster
	Bowl
	Milk Jug
	Butter
	Cup and saucer

	Sauce bottle
	Sugar bowl with teaspoon
	Spoon
	Knife
	Fork
	Side plate



Salt and pepper